Ninja Pirates Playtest Guideline

1. Research Questions

1. Does the player feel "in control"?

2. Can the player reach the upper masts?

3. Can the player use the environment, or just stay at the bottom of the boat?

4. Is the game fair. Does player1 win more frequently than player2?

5. How does the scale of the environment feel?

2. Preparation for playertesting

Do this before every individual playtest.

1. Set the game up in main menu mode.

2. Have a pen & peice of paper nearby.

3. Introduction Speech

Welcome to "Ninja Pirates" This game is about two pirate ninjas fighting ontop of a ship. The controls are listed on the main menu screen. To move the character left & right press the buttons below the left&right arrows. To jump or kick, press the middle button.

4. During player test

4.1. Researcher Tasks During Gameplay

- Does a player fall into the water himself?

- At which time does the first kill happen?

- Do players "get the hang of it"?

- Does a player use the environment to gain an advantage?

- What does the player say?

4.2. Summary of Expected Gameplay

The players are likely to need some time to orient themselves with the controls. They are likely to accidently jump into the water themselves. In the two minues they will jump around and try to collide with eachother. Until either one manages to successfully kick the other into the water.

5. After The playtest

Have the player take the questionnaire at https://goo.gl/forms/hU6KziB6hspWkbnr1

After taking the questionnaire, recite the post-playtest-speech for the player.

6. Post playtest Speech

Thank you for playing Ninja pirates and taking our short survey. The purpose of this playtest was to find out if you felt in control of your character during your play, and if you were able to successfully kick your opponent into the waters.